SONY IMAGESOFT

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NO ESCAPE

INSTRUCTION BOOKLET

SONY IMAGESOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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STARTING THE GAME

1. Make sure your Super Nintendo Entertainment System is set up correctly.
2. Be sure the controller is properly plugged in.
3. Make sure the power is turned off. Place the No Escape game pak into the cartridge slot and press it down firmly.
4. Turn on the power switch ON.
5. When you get to the Title Screen, push the START button and the No Escape logo will fade down to display the presentation. You can bypass the presentation if you press START again.

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THE STORY

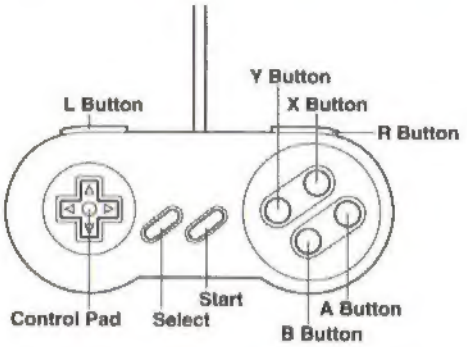
In a sleep like state you find yourself in a military parade, your commanding officer salutes you. In a sudden rage you pull out your automatic and silence the dreams forever.

You find yourself clamped into the chair of a monorail car bound for a multi complex penitentiary, the prison gates are marked "Leviticus, Maximum Security". You are thrown before the malicious prison warden. The warden begins to speak in a harsh tone. You are brutally beaten by the prison guards and thrown into a helicopter.

Still in a semi-conscious state, you are picked up and thrust out of the helicopter. As you fall to the ground you remember the words of a prison inmate, "Absolom, Absolom.". Absolom Island is known for two things: life sentences, and very short life expectancy. You are the new inmate, and you must muster all your paramilitary skills in survival and combat to keep the dangers of Absolom at bay. At first the island is beautifully tranquil and silent.

Softly but growing ever louder you hear the screams of madness and shrieking war cries. Realizing the danger you are in you make haste through the jungle in an attempt to find a place of sanctuary.

You have heard that there is a place called the 'village' where the civilized inmates of the island live. If you can make it to the 'village' then you may be able to gather the necessary tools to make your **Escape from Absolom**.



Control Pad:	Move left, right, up and down.
Double Tap Left or right:	Run.
Select:	Access inventory screen.
Start:	Starts and Pauses the game.
A Button:	Confirm Action.
B Button:	Jump, Select Area and items on WEV.
X Button:	Exit.
Y Button:	Punch, Cycle through object in trading.
Top Left:	Toggles Hut boxes.
Top Right:	Not Used.

Combination Moves

Up + B button allows you to climb up onto ledges.

Down + B button allows you to jump down to lower platforms. Be careful, on some levels you may lose a life if you try to jump off the bottom of the map.

Double right or left Button press makes you run.

Down + Right or Left + B button allows you to roll in either direction.

Up + Y button is a high kick move.

Down + Y is crouch kick.

Once in crouch position, left and right direction will allow you to do a crouching walk.

Weapon Moves

When Robbins employs a weapon some of the moves above will not be available, but some new moves specific to the weapon will be possible. The Y button is used to activate all weapons.

PURSUIT TO THE VILLAGE

The game begins with Robbins being dumped into a section of the jungle island with very little, other than his years of combat training to sustain him. With the outsiders in hot pursuit, Robbins must find the sanctuary of the insiders' camp before the denizens of the jungle rip him to shreds.

Robbins must run as fast as he can and avoid as many hazards as he can along the way. Be sure to search the area thoroughly for pick ups. The items that you find may seem useless at first, but you will find a use for all of them at some point. If you can't find something you need you may have to make it yourself. Using your 'Survival Kit' you will be able to put objects together to create new objects. Remember, it is the objects that you find and trade that will allow you to get off this terrible island of horror.

STATUS BAR

When you start the game you will see a status bar across the top of the screen. The status bar tells you many things about Robbins.

ENERGY BAR

The energy bar shows you how much energy Robbins has left. If Robbins is hit by a hazard or an enemy the energy bar will drop. When Robbins has no more energy left in the energy bar he will lose a life.

LIFE COUNTER

The life counter lets you know how many Lives Robbins has in reserve. When Robbins loses his last life the game is over.

EGG TIMER

The timer shows you how much time you have left to finish each level. When there is no time left Robbins will lose a life.

AMMO COUNTER

When Robbins is carrying a weapon the ammo counter will show you how many shots are left for that weapon. When there are no shots left Robbins will not be able to fire his weapon.

ENVIRONMENT ICON

This is a very important part of the game and is crucial to finishing the game. The icon has two states, non active and active. When the icon looks like a bare tree it is inactive. When the icon looks like a tree with leaves it is active. For most of the time you will see that the icon is non-active, but sometimes the tree will become active. If Robbins is standing somewhere where the icon is active, he will be able to do something to the environment. To interact with the environment Robbins must go into the inventory (Select button) and use his objects in the survival kit. When you go back to the game you will see the change that Robbins has made to the environment.

To use the inventory you must press the Select button. To go back to the game press the Select button again. When you are in the inventory you will be able to do a number of things to help you through the game. There are two main areas that you can use.

BAG

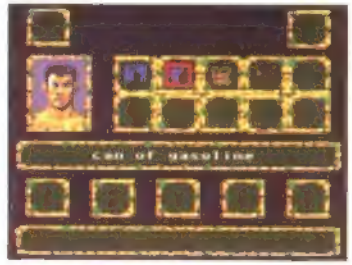
This area shows you what objects Robbins has in his possession. There is an object that cannot be removed from the bag. This is called the environment icon and can only be used in special circumstances when interacting with the environment.

USING WEAPONS

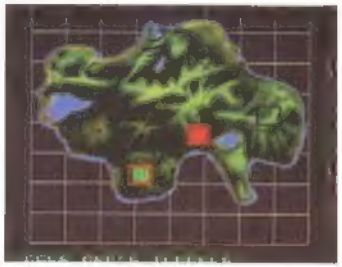
To use a weapon you must move the cursor, using the direction key, over the weapon that you would like to use. When you are over the weapon of your choice press the X button. The weapon will then appear in the box in the top left hand corner of the screen. This box shows what Robbins has in his hand. There are other things that Robbins can put in his hand during the game. Try equipping Robbins with other items such as a leather pouch or a protective vest by pressing the X button while the cursor is over those items. Only one object can be equipped at a time.

SURVIVAL KIT

At the bottom of the screen you will see that there are 5 boxes in a row. By placing objects in the first four boxes you will find that there are many completely new objects that Robbins can create. To put an object into the survival kit you must use the cursor to highlight the object you would like to insert, then by pressing the B button the object will be placed in the next available box. When you put an object in the survival kit a small '+' sign will appear after it. This means that another object can be combined with the previous object. If the '+' sign does not appear it means that no more objects can be placed together. When you have put the correct objects into the first four boxes a new object will appear in the last box. The last box is called the result box. If you would like to create the object that is in the result box, you will need to press the A button to accept it. New objects can be made from combinations of 2, 3, or 4 objects.



There are some objects that you will want to use with the environment. To interact with the environment you must first find an area in the game that makes the active environment icon (leafy tree) present in the status bar. Once you have found one of these areas you can go back into the inventory to select the objects that you would like to put in the environment. First you must put the environment icon from the 'bag' into the survival kit. Then place the object or objects that you would like to combine with the environment into the sequence. If you are successful a new object will appear in the result box. Again you must press the A button to accept the result.



This map is used to select the next destination that you would like to visit. There are five such places that you can visit. Using the direction key you can cursor around the map to highlight the area that you would like to visit. Press the B or Start button to go to the area of your choice. When you have selected an area a new mini map will appear. In each mini map there will be another choice of places to go. Again use the direction key to highlight these areas and then press the B or Start button to enter the area. Each time you finish a level in the game a new area will be available to explore.

THE VILLAGE

The village is a temporary safe haven where Robbins can gain information and trade for new objects. There are seven huts that the player can visit in the village. Six huts are for trading and one is Robbins' hut for storing his possessions.

MOLE MEN

Red clay and sand make for optimum tunnels and here is the domain of their diggers, the Mole Men. Completely subterranean, the mole men have claimed this section of the island as their own. The Mole Men have managed to harness the power of the molten lava that flows through the underground by using large bamboo pipes. This has been used to create a makeshift central heating system throughout the tunnels. Watch out for hot bursts of steam.

THE WARDEN'S EYE VIEW(WEV)

MAREK'S HOTEL

Home to the Motorheads, Marek's hotel is a bastion of leaky pipes, broken walls and rotting sewage. The Motorheads are some of the toughest enemies Robbins is likely to face. Brandishing heavy axes and molotov cocktails, these guys are a force to be reckoned with.

TREE DWELLERS

These inmates have gone back to their roots and have taken to living far up in the trees of the thick jungle of the island. Using blowguns, darts and arrows, the Tree Dwellers make difficult adversaries. The Tree Dwellers paint themselves in clay and wear foliage to camouflage themselves.

TECHNO WARRIORS

The Techno Warriors are the most advanced inmates of the island. These guys use electricity to rig their traps. One false step and it's fried Robbins. The Techno Warriors have added their bizarre collection of metallic garbage as decoration and territorial boundary markers. The Techno warriors are very flamboyant in their dress code and very surgical in strategic attacks.

Each of the sectors above has multiple sub-sections to explore. Only when Robbins has successfully completed a sub-sector can he move onto the next sub sector in that area.

Trading is one of the most important skills that you must learn to escape from Absolom. Each and every item has a use so it is important to trade carefully. Even the most insignificant object could prove vital.

There are six characters here that Robbins can trade objects with. To enter one of the trader's huts press the Start or B button. Each trading screen has two columns of three boxes. Each trader will display their objects in the right hand column, Robbins' objects are always displayed in the left column.

THE FATHER

...always gives advice that he feels will, in some way, benefit the whole of the Insider community. He is their protector and won't shirk his responsibilities to them to be especially helpful to Robbins. Robbins can only look to The Father for help if what he wants to do isn't purely for selfish gain. The Father generally won't trade or barter unless Robbins offers an item which he thinks will benefit the community and he is asked for one that he thinks won't. The Father also won't trade an object if someone other than Robbins has laid *prior claim* to it. If there *is* someone else whom The Father is 'holding' an object for, Robbins could find them an alternative, eliminating their need for the original object and, so enabling him to acquire what he wants *from* The Father. Robbins must also seek out The Father for first-aid help. The Father (using his skills as a surgeon) can heal a variety of injuries from the trivial to severe (*if* Robbins can get to him in time).

HAWKINS

...is the security chief of the camp and his speciality is in areas of weaponry and tactics. Most of the items in his possession have specific applications towards making weapons or traps (these are also the sorts of items he would be willing to trade with Robbins to get) and he also gives Robbins advice on the construction of such items from his Inventory. From Hawkins, Robbins could learn how to build a weapon and trade for an object that's necessary in the weapon's construction.

DYSART

...is the head inventor of the Insider Community. Dysart can construct virtually any technical item from the most rudimentary of components and he also uses these abilities to advise Robbins what possible objects can be constructed from the items in his possession. Dysart places value on some pretty extraordinary objects because his uses for them can be so obscure at times. It's quite conceivable that he could think of a piece of wire as being more important than a fully constructed crossbow (since he has little interest in weapons).

KILLIAN

...is preoccupied with the distillation and manufacture of various chemical concoctions, primarily liquid ones. He is a ready source of 'fuel' for various motors or simply as an explosive. He also has a large selection of containers and bottles and trades with Robbins for anything that facilitates his 'chemical experiments'.

STEPHANO

...is the chief collector of the Insiders and has the largest personal collection of items of all of the Insiders. He lives and works near the shore and he always attempts to trade in such a way as to make profit for himself, therefore Robbins is always trading at a loss for any objects that Stephano has and he must be careful that the objects he is gaining are worth the loss of the objects he is offering for trade. The strategy element of the game's trading mechanism is especially crucial when dealing with Stephano, the player must work carefully to avoid coming away from an encounter with Stephano having lost a lot and gained little or nothing. Stephano's character is demonstrated through his own strategic 'pricing policies' and reluctance to trade willy–nilly.

KING

...is a cowardly and untrustworthy character. In the film he's the Warden's spy in the Insider camp. His treacherous streak manifests itself in the unreliability and inconsistency of his advice. Some of what he says are outright lies whereas, every now and then, he throws Robbins a curve–ball by giving him a piece of solid information, thus the player never knows quite where they stand with King and has to take everything he says with a pinch of salt.

All the traders value objects differently according to their individual character. Each trader will value an object by using a colour code system, red, green and blue. Red is high, green is medium and blue is low. Only blue objects can be traded for blue, green for green and red for red. Use the control pad to select a box and the Y button to cycle through the objects in each box. When you have decided which object you would like to trade for one of your own then press the A button to accept the transaction.

All the Traders have something to say about each object in the game. By highlighting an object with the cursor the trader will give you an immediate response as to what they think about the object, they may have lots to say or they may not be interested in the object at all. The response that an insider gives you about an object could be a vital clue and what an object is actually useful for. Hawkins for instance would be a good source of information if you wanted to know how to make a weapon.

There is one object that is very special to all of the insiders if you can find one you may trade it for any item that they may have. To trade this item you must highlight the item and then move across to the trades column and then select what you would like to choose before accepting.

ROBBIN'S HUT

Robbins also has a hut in the village given to him by the kind Insiders. While in the hut you will see two sets of boxes. The top set of boxes has all of Robbins' inventory items in it. The bottom set of boxes is Robbins' hut where you can store any unwanted objects for a later use. Use the B button to transfer an object from one set to the other. Use the Top Left button to switch between the hut and inventory items.

OBJECTS

There are over 150 objects to be found and made on Absolom island. Here is an example of some of the objects that you can find during your adventure:

antenna and handset
bulbs
butane gas
charged batteries
crossbow
bolts
empty butane lantern
engine distributor
Grenade Casing
hacksaw and tin snips
iron crowbar
map
monkey wrench and blow torch
roll of silken material
rusty compass
shafts of wood
thin bamboo strips

COMBINED OBJECTS

Once you have found and traded a lot of objects you will want to start trying to make some new ones. It is absolutely essential to make some of these objects to get off the island. It is also very important to get as much information about each object you have from the traders as you may find that an object has more than one use. When you have used some objects to make a new one the original objects can not be used again so you must be careful to use your objects wisely. Below are a few examples of the type of new objects that you can create:

crossbow
stick of dynamite
woodwork tools

During the course of the game you are likely to come across some instant pick ups. Instant pick ups are gained by killing lots of enemies.

EGG TIMERS

These are the most frequent pick up to found in the game. Each timer pick up will add an extra 20 to your egg timer on the status bar.

ENERGY HEARTS

These are a harder to obtain but each one will add 2 units to your energy bar.

1 UP

These are the hardest instant pick ups to obtain. Each 1up will add one extra life to your status bar.

HINTS AND TIPS

1. WEAPONS

Robbins can combine objects he finds in the jungle to create deadly weapons. Think carefully about what objects could be combined to create certain weapons. For example, to create a crossbow, you need some type of handle, something flexible to form the arms, and a string. If you search through all of the areas very carefully, you should be able to find suitable items.

2. AMMUNITION

Once you have created a weapon, you still need to create ammunition for that weapon. Ammunition is readily available on the island if you know what to look for. For example, to create crossbow bolts, you need sharp shafts of wood, and something to make the shafts fly straight. Ammunition you have created will not show up in your inventory. Rather, it is carried with the weapon, and when you arm yourself with that weapon, your ammunition will be displayed in the status bar. If you create ammo for a weapon you don't have, that ammo will be available to you when you have created the appropriate weapon.

3. PROTECTION

Some extra protection would be useful in the harsh jungle atmosphere. Think carefully about what objects you could combine to create a protective vest would require some pieces of a strong material, and something to hold the pieces together.

4. GETTING THROUGH THE AREAS

Every section has one entry point and at least one exit point. Many of the exits are protected, and will need to be blown up with dynamite. If you feel like you are lost, keep exploring! Make sure that you try activating all of the switches in each level, and try every doorway. But do so quickly, because you are on a tight time limit! If all else fails, you can return to the entry point to that level. Your health and time will be restored, but you will have to venture into the level from the beginning again.

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